



SNS-ASSE-USA

SPARKSTER™



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Welcome

Get ready for a thriller that will take your breath away. Evil Generalissimo Lioness has run off with Princess Flora in a bid to conquer the world. You're off to save the Princess! To save the World! To smash an army of wolves into putty! These are the adventures of the great Rocket Knight Sparkster. You are the only player—you must do it all. So grab your sword and go...

...after you read this manual, that is. We want you to get the most enjoyment from your game!

Contents

- 4 ... SPARKSTER'S LEGEND
- 5 ... EXPLANATION OF GAME
- 7 ... STARTING THE GAME
- 8 ... SET UP
- 9 ... PASSWORD
- 11 ... BUTTON OPERATIONS
- 12 ... SPARKSTER OPERATIONS
- 14 ... UPRIGHT SHOOTING
- 14 ... STAMPEDE AND POWERED GEAR
- 16 ... ITEMS
- 17 ... CHARACTERS



Sparkster's legend

Sparkster earned his reputation among the elite order of Rocket Knights as their bravest fighter when he destroyed the spaceship Pig Star—the war machine created by Emperor Devligus Devotindos in his vain attempt to rule the universe.



People have since passed down the story of the young, valiant Sparkster from generation to generation. But his brave tale didn't end with his defeat of the Devotindos army.

A few years after that momentous battle, the Wolf Army—lead by Generalissimo Lioness—carried out a coup d'etat in the mechanically advanced kingdom of Eginasem. King Esinasemu had a pendant which had been passed down through the generations—it was believed to possess the power to preserve peace. He entrusted this pendant to Princess Flora and sent her away from the embattled castle.

As these events took place, Sparkster was training and studying day and night, developing new fighting techniques, and growing into an even more powerful Rocket Knight.

Now, you can join the adventure! Take over as Sparkster departs on his journey to prevent the Wolf Army from conquering the world, and rescue Princess Flora.

Explanation of game

This game pits the legendary Rocket Knight Sparkster against the Wolf Army that is attempting to conquer the world. Our hero's mission is to save Princess Flora.

- This is a single-player game.
- You have three Sparkster units at the start of the game.
- There are a total of nine stages with a Boss at the end of each stage. Defeat the Boss to clear the stage.
- The opposing army and diverse traps stand in Sparkster's way. Use sword attacks, jumps and rocket attacks to stay out of their way.
- Sparkster is damaged when he runs into Wolf soldiers, takes a bullet hit or is hit by a trap. The hearts of the Life gauge (upper right of the screen) decrease as Sparkster is damaged. When the Life gauge is completely empty, you lose a life.
- The game ends when there are no remaining Sparksters. A password will be displayed. Since you will need to input this password later to continue play, write it down so that you won't forget it.

- Once the game has ended, the Continue screen appears. Select YES if you want to continue play from the beginning of the stage at which the game ended. The number of Continues available to you varies with the difficulty level of the game.

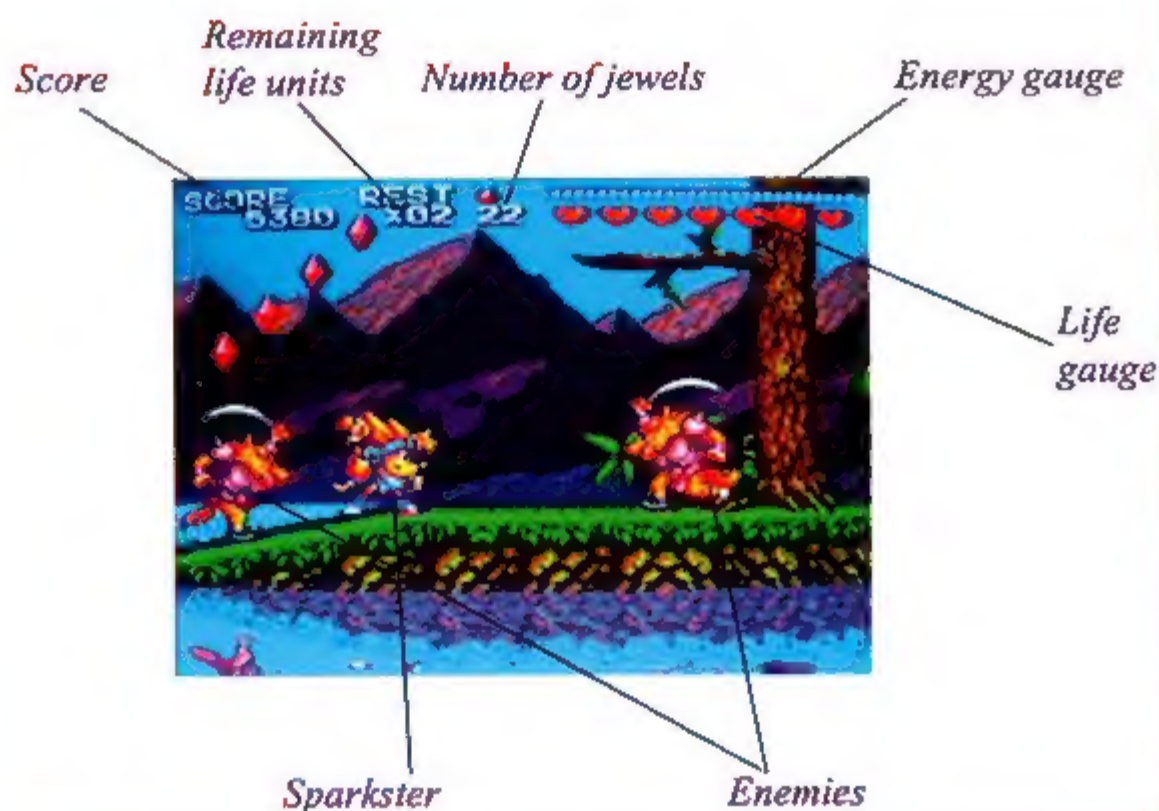
EASY: 7

NORMAL: 5

HARD: 3

- Each stage contains such items as jewels, apples and bananas. You can gain Sparksters and restore life by taking these items.

Game Screens



Starting the game

To start the game, insert the game Pak into your Super Nintendo Entertainment System and switch the power ON. The demo screen will appear followed by the title screen.

START: Starts the game.

SETUP: Changes game and Controller settings

PASSWORD: Continues game play when input.

1. At the Title screen, press the Control Pad up/down to move the cursor to START, then press the START button to launch the game.



Setup

At the Set Up screen, you can change game settings and the button configurations of the Controller.

1. At the Title screen, press the Control Pad up/down to move the cursor to SETUP, then press the START button to go to the Setup screen.
2. Press the Control Pad up/down to select items and left/right to change the settings.

LEVEL: EASY, NORMAL, HARD

ATTACK: Y button

JUMP: B button

ROLLING R: R button

ROLLING L: L button

SOUND: STEREO

You can set the sound to STEREO or MONAURAL.

3. When you've completed your settings, press the START button to return to the Title screen.



Password

The password is displayed on the Items Panel.

Inputting the password allows you to continue game play from the stage where you were last defeated.



1. The password is displayed on the Continue screen.
2. Write out the password on a piece of paper. Select YES if you want to continue the game and NO if you want to stop playing and try again later.

INPUTTING A PASSWORD

1. At the Title screen, press the Control Pad up/down to move the cursor to PASSWORD, then press the START button to go to the Password screen.
2. Use the Control Pad to operate Sparkster and input your password. You can use sword attacks (Y button), rolling attacks (L, R buttons) or rocket attacks (hold Y button). Attack each panel until the proper symbol is displayed.

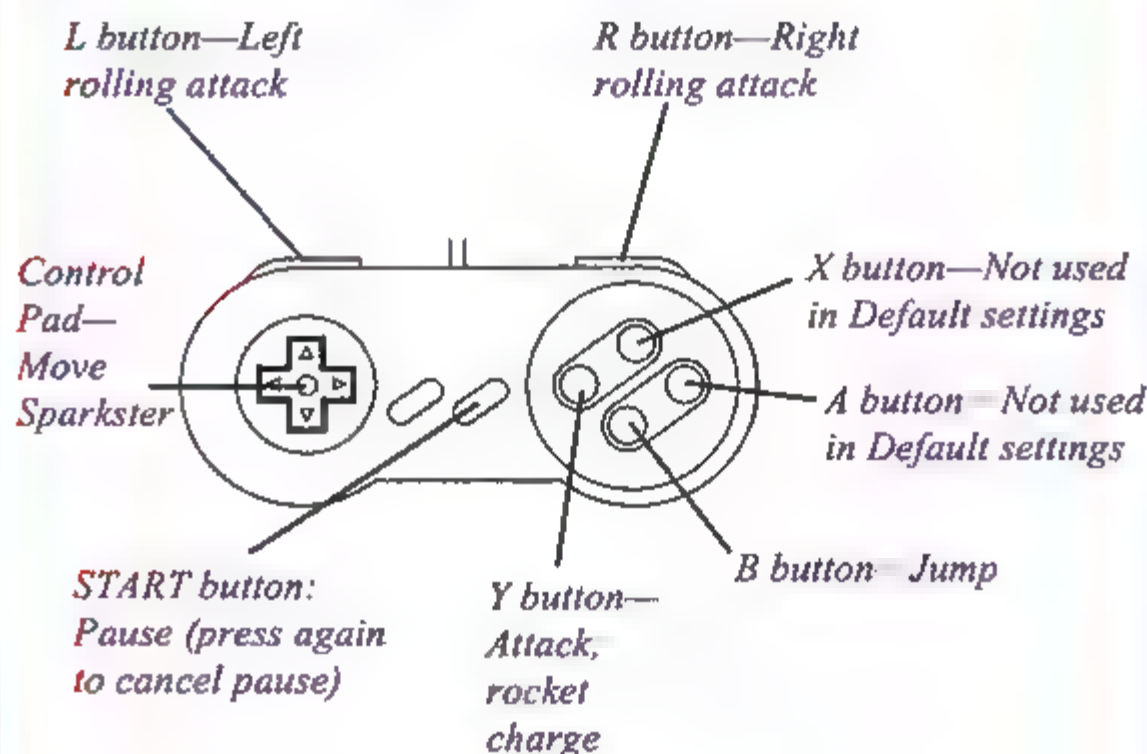
3. When you finish inputting the password, go to the exit at the bottom right of the screen.

4. If you have input the correct password, the game will pick up from where you previously ended play. If you input the password incorrectly, a buzzer will sound and the game will return to the title screen.



Quick control!

Here is a real quick explanation of the controls for SPARKSTER so you can jump right in. (There is more detailed information later.) The Controller can be reconfigured by selecting the Options mode and choosing new settings.



More Sparkster operations

Y button: + Control Pad down: Squatting attack

Y button held down: Rocket attack (when bar reaches full power release button)

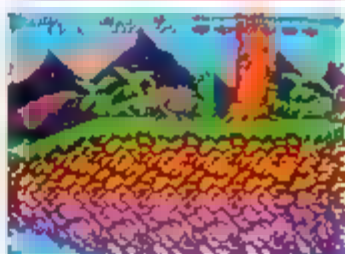
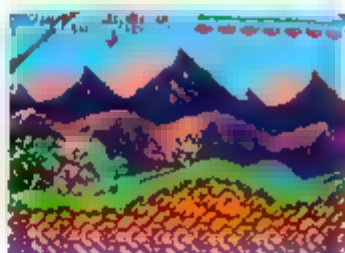
B button + Control Pad down: Jump down while hanging

Detailed *SPARKSTER* operations

Basic Operations

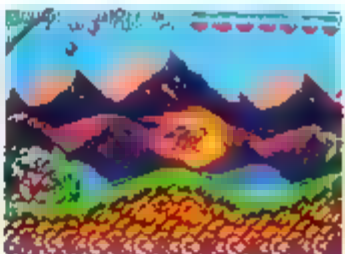
These are Sparkster's basic movements and attacks.

- Look up (down): Control Pad up/down from a stopped position
- Walk: Control Pad left/right
- Squat and walk: Control Pad left and down or right and down together to walk left or right in a squat position.



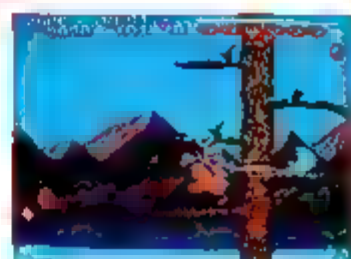
- Sword attack: Y button—Your sword sends out shock waves so you can attack from a distance.
- Jump: B button—When you are close to branches, jump up and Sparkster will grab on with his tail!
- Rolling attack: L button (left), R button (right)

Cut with the sword while rolling forward. Although a very useful technique, if you overuse it, Sparkster loses his balance.



- **Dangling**

When Sparkster jumps in places occupied by trees and other similar objects, he suspends himself by his tail. Even from this position, he can use sword attacks, jump and rolling attacks.



- **Rocket Attack**

When you keep the Y button held down, the Energy gauge at the upper right of the screen will store the rocket power. Release the Y button to launch the rocket attack.



Rocket jump

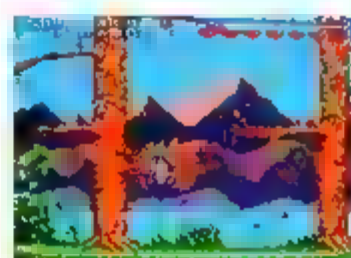
Hold down the Y button, press the Control Pad up, left and up, or right and up (for diagonal directions), then release the Y button.



Use the rocket jump to reach higher places you can't reach by normal jumping. If you lose your balance while in air, press the L or R button to regain your balance.

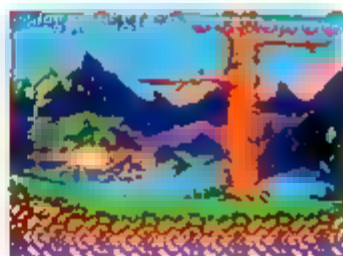
Spinning slash

Hold down the Y button, press the Control Pad down and release the Y button. You will rotate while swinging your sword.



Rocket attack

Hold down the Y button, press the Control Pad left and right and release the Y button. You will tackle the enemy at high speed. Press the L or R button to put the emergency brake on your tackle.



- **Upright Shooting**

In the shooting stage, Sparkster shoots down his enemies.



"Stampy-do" & "Powered Gear"

There are two unique "things" in the game which Sparkster can ride: the STAMPY-DO (very speedy mechanized bird-creatures) or POWERED GEAR (a big space robot). These are the controls used when riding the Stampy-do and Powered Gear:

Stampy-do

Tip toe or squat: Control Pad up or down, respectively

Left and right movement: Control Pad left or right, respectively

Ring laser: Y button

Forward and backward fall: L or R button, respectively.



*Riding a
Stampy-do*

Even when riding *Stampy-do*, you can jump, rocket jump and spin slash just as with normal operations.

Powered Gear

Movement: Control Pad up, down, left and right

Punch; L and R buttons

Guard: L and R buttons at the same time

Shoot: Y button

Rocket attack: Hold down the Y button, press the Control Pad in the desired direction and release the Y button.



*Riding in
Powered Gear*

Items

JEWELS

- Earns bonus points. For every 100 jewels gained, you get another Sparkster.

HALF APPLE

- Restores one half of a heart in the Life gauge.

APPLE

- Restores one heart.

BANANA

- Restores many hearts.

1UP

- Adds one Sparkster.

2UP

- Adds two Sparksters.

3UP

- Adds three Sparksters.

WEIRD 1UP

- Usually adds one Sparkster. When Sparkster is slashing with his swords, it becomes like a roulette wheel. You get the item it happens to stop on.

Characters



Cannon
man



Stampy-do



Princess
Flora



Generalissimo
Lioness



Wolfheim



Axel Gear

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Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this software and all the fine Konami products.

KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (4468)

- ☎ 85¢ per minute charge
- ☎ \$1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your *Sparkster* game pak, try our Warranty Services number: (708) 215-5111.

Konami (America) Inc.
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Game counselors are available Mon.—Fri. 8:30 a.m. to 5:00 p.m. CST.

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CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

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